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| L5 | 856 | (709/205).CCLS. | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB | OR | OFF | 2005/06/03 11:15 |
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| L8 | 531 | (345/581).CCLS. | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB | OR | OFF | 2005/06/03 11:19 |

| L9 | 1027 | (345/473).CCLS. | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB | OR | OFF | 2005/06/03 11:19 |
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| L11 | 2 | 3 and 9 | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB | OR | OFF | 2005/06/03 11:19 |
| L12 | 65 | 3 and "345"/\$.ccls. | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB | OR | OFF | 2005/06/03 11:22 |
| L13 | 1173 | (463/42).CCLS. | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB | OR | OFF | 2005/06/03 11:22 |
| L14 | 532 | (463/43).CCLS. | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB | OR | OFF | 2005/06/03 11:23 |
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| L16 | 6 | 3 and 14 | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB | OR | OFF | 2005/06/03 11:23 |

| L17 | 111 | (463/33).CCLS. | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB | OR | OFF | 2005/06/03 11:23 |
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| L19 | 15 | 3 and "463"/\$.ccls. | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB | OR | OFF | 2005/06/03 11:24 |
| S2 | 0 | (robb near ian near n).in. (madlener near michael near b).in. (mcguire near ken near j).in. | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB | OR | OFF | 2005/06/02 17:11 |
| S3 | 4 | (("6545682") or ("6634949")).PN. | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB | OR | OFF | 2005/06/03 11:00 |
| S7 | 4159 | (calculat\$5 compute computes number? computing count\$5 tally total sum) near9 (select\$5 choose chosen choice\$3) near9 (character\$3 persona) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB | OR | OFF | 2005/06/02 18:08 |
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| S9. | 7 | (calculat\$5 compute computes number? computing count\$5 tally total sum) near9 (select\$5 choose chosen choice\$3) near9 (persona) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB | OR | OFF | 2005/06/02 17:55 |

| S10 | 9 | (calculat\$5 compute computes number? computing count\$5 tally total sum) near9 (select\$5 choose chosen choice\$3) near9 (character\$3 adj2 attribut\$3) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB | OR | OFF | 2005/06/02 18:02 |
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| S12 | 10 | (calculat\$5 compute computes number? computing count\$5 tally total sum) near9 (select\$5 choose chosen choice\$3) near9 avatar\$5 | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB | OR | OFF | 2005/06/02 18:05 |
| S13 | 7 | (calculat\$5 compute computes number? computing count\$5 tally total sum) near9 (select\$5 choose chosen choice\$3) near9 persona | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB | OR | OFF | 2005/06/02 18:05 |
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| S16 | 203 | (calculat\$5 compute computes number? computing counts count counting tally total sum) near4 (selected choose chosen choice\$3) near3 attribut\$5 | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB | OR | OFF | 2005/06/02 18:10 |
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1 Mu3D: a causal consistency protocol for a collaborative VRML editor

Ricardo Galli, Yuhua Luo

February 2000 Proceedings of the fifth symposium on Virtual reality modeling language (Web3D-VRML)

Full text available: pdf(614,28 KB)

Additional Information: full citation, abstract, references, citings, index

This paper describes the implementation of the Mu3D application protocol and consistency control mechanisms to allow the collaborative editing of CAD design. The collaborative editor (M3D editor) developed by us is VRML compliant. The editor has been used as a base for the European Esprit project No. 26287 - M3D and the Spanish project TEL 96-0544/CODI for Cooperative CAD applications. In our system, only the changes to local databases are transmitted to other collaborative sessio ...

Keywords: CAD, VRML, architecture, distributed virtual environments, multicasting

The London Travel Demonstrator

Anthony Steed, Emmanuel Frécon, Anneli Avatare, Duncan Pemberton, Gareth Smith December 1999 Proceedings of the ACM symposium on Virtual reality software and technology

Full text available: pdf(3.02 MB)

Additional Information: full citation, abstract, references, citings, index terms

Travel can be a stressful experience and it is an activity that is difficult to prepare for in advance. Although maps, routes and landmarks can be memorised, travellers do not get much sense of the spatial layout of the destination and can easily get confused when they arrive. There is little doubt that virtual environments techniques can assist in such situations, by, for example, providing walkthroughs of virtual cityscapes to effect route learning. The London Travel Demonstrato ...

Keywords: collaborative virtual environments, large-model support, real-time rendering, travel applications

3 Avatar creation using automatic face processing Michael Lyons, Andre Plante, Sebastien Jehan, Seiki Inoue, Shigeru Akamatsu September 1998 Proceedings of the sixth ACM international conference on Multimedia

Full text available: pdf(817,19 KB) Additional Information: full citation, references, index terms

4 A reuse experiment in the social security sector
S. C. Chang, A. P. M. Groot, J. C. van Vliet, E. Willemsz, H. Oosting
April 1994 Proceedings of the 1994 ACM symposium on Applied computing



Full text available: pdf(568.11 KB) Additional Information: full citation, references, index terms

Community Place: architecture and performance Rodger Lea, Yasuaki Honda, Kouichi Matsuda, Satoru Matsuda February 1997 Proceedings of the second symposium on Virtual reality modeling language



Full text available: pdf(1.32 MB)

Additional Information: full citation, references, citings, index terms

6 Issues in the design of a flexible distributed architecture for supporting persistence and interoperability in collaborative virtual environments



Jason Leigh, Andrew E. Johnson, Thomas A. DeFanti

November 1997 Proceedings of the 1997 ACM/IEEE conference on Supercomputing (CDROM)

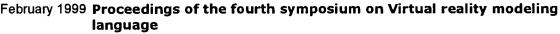
Full text available: pdf(278.72 KB) Additional Information: full citation, abstract, references, citings

CAVERN, the CAVE Research Network, is an alliance of industrial and research institutions equipped with CAVE-based virtual reality hardware and high-performance computing resources, interconnected by high-speed networks, to support collaboration in design, education, engineering, and scientific visualization.CAVERNsoft is the collaborative software backbone for CAVERN. CAVERNsoft uses distributed data stores to manage the wide range of data volumes (from a few bytes to several terabytes) that ar ...

Keywords: collaborative, persistence, reality, scalable, virtual

7 VIRTUS: a collaborative multi-user platform

Kurt Saar



Full text available: pdf(4.09 MB)

Additional Information: full citation, references, citings, index terms

Keywords: VRML, VRML event model, architecture construction engineering (ACE), collaborative virtual environment (CVE), computer supported collaborative work (CSCW), dead reckoning, distributed environments, living worlds, multi-user technologies, virtual environments, virtual worlds

8 Comic Chat

David Kurlander, Tim Skelly, David Salesin



Full text available: pdf(2.31 MB)

Additional Information: full citation, references, citings, index terms

Keywords: Internet, World Wide Web, automated presentation, chat programs, comics, graphical histories, illustration, non-photorealistic rendering, user interfaces, virtual worlds

SpaceFusion: a multi-server architecture for shared virtual environments

Hiroyasu Sugano, Koji Otani, Haruyasu Ueda, Shinichi Hiraiwa, Susumu Endo, Youji Kohda



February 1997 Proceedings of the second symposium on Virtual reality modeling language

Full text available: pdf(1.04 MB)

Additional Information: full citation, references, citings, index terms

Keywords: VRML, client/server model, distributed shared virtual environment, scalability

10 <u>Dynamically altering agent behaviors using natural language instructions</u> Rama Bindiganavale, William Schuler, Jan M. Allbeck, Norman I. Badler, Aravind K. Joshi, Martha Palmer



June 2000 Proceedings of the fourth international conference on Autonomous agents

Full text available: pdf(1.05 MB)

Additional Information: full citation, references, citings, index terms

Keywords: autonomous agents, natural language processing, smart avatars, virtual environments

11 Interactive simulation of fire in virtual building environments



Richard Bukowski, Carlo Séquin

August 1997 Proceedings of the 24th annual conference on Computer graphics and interactive techniques

Full text available: pdf(287.97 KB) Additional Information: full citation, references, citings, index terms

Keywords: information visualization, interactive techniques, scientific visualization, simulation, virtual reality, virtual/interactive environments

12 Presenting through performing: on the use of multiple lifelike characters in knowledgebased presentation systems



Elisabeth André, Thomas Rist

January 2000 Proceedings of the 5th international conference on Intelligent user interfaces

Full text available: pdf(1.52 MB)

Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u> terms

In this paper, we investigate a new style for presenting information. We introduce the motion of presentation teams which — rather than addressing the user directly — convey information in the style of performances to be observed by him or her. The paper presents an approach to the automated generation of performances which has been tested in two different application scenarios, car sales dialogues and soccer commentary.

Keywords: animated characters, believable dialogues, conversational embodied agents, presentation teams

13 <u>Synthesizing realistic facial expressions from photographs</u>
Frédéric Pighin, Jamie Hecker, Dani Lischinski, Richard Szeliski, David H. Salesin
July 1998 **Proceedings of the 25th annual conference on Computer graphics and interactive techniques**

Full text available: pdf(276.04 KB) Additional Information: full citation, references, citings, index terms

Keywords: facial animation, facial expression generation, facial modeling, morphing, photogrammetry, view-dependent texture-mapping

14 MPEG-4: an object-based multimedia coding standard supporting mobile applications Atul Puri, Alexandros Eleftheriadis



June 1998 Mobile Networks and Applications, Volume 3 Issue 1

Full text available: pdf(747.80 KB)

Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u> terms, <u>review</u>

The ISO MPEG committee, after successful completion of the MPEG-1 and the MPEG-2 standards is currently working on MPEG-4, the third MPEG standard. Originally, MPEG-4 was conceived to be a standard for coding of limited complexity audio-visual scenes at very low bit-rates; however, in July 1994, its scope was expanded to include coding of scenes as a collection of individual audio-visual objects and enabling a range of advanced functionalities not supported by other standards. One of the ke ...

15 Supporting large-scale distributed simulation using HLA

.Tainchi Lu, Chungnan Lee, Wenyang Hsia, Mingtang Lin

July 2000 ACM Transactions on Modeling and Computer Simulation (TOMACS), Volume 10 Issue 3

Full text available: pdf(239.58 KB)

Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u>

This article describes the design of a Web-based environment to support large-scale distributed simulation using Java and IEEE standard P1516 high level architecture (HLA) framework and rules. Based on the run-time infrastructure (RTI) services within the HLA and Java application programmer's interfaces (APIs) of the RTI, the proposed HLA-based environment provides an architectural foundation to enhance interactivity, portability, and interoperability for Web-based simulations. In addition, ...

Keywords: data distribution management (DDM), distributed interactive simulation (DIS), high level architecture (HLA), modeling and simulation, networked virtual environment, run-time infrastructure (RTI)

16 A distributed 3D graphics library

Blair MacIntyre, Steven Feiner

July 1998 Proceedings of the 25th annual conference on Computer graphics and interactive techniques

Full text available: pdf(355.83 KB) Additional Information: full citation, references, citings, index terms

Keywords: distributed shared memory, distributed virtual environments, object-oriented graphics, shared-data object model

17 Three-dimensional Beans—creating Web content using 3D components in a 3D authoring environment



Ralf Dörner, Paul Grimm

February 2000 Proceedings of the fifth symposium on Virtual reality modeling language (Web3D-VRML)

Full text available: pdf(122.54 KB)

Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u> terms

This paper deals with the question how the component idea can be transferred to the authoring of 3D content for the WWW. The concept of 3D Beans and their according authoring environment is presented. In addition, an implementation of this concept using Java3D and Java Beans is described. Advantages of the concept are discussed and illustrated with an application example from the area of computer-based training. Major advantages of the 3D Beans concept are on the one hand that 3D content ca ...

Keywords: 3D components, Java Beans, Java3D, authoring of 3D Web content

18 An open architecture for comic actor animation

Knut Manske, Max Mühlhäuser

November 1997 Proceedings of the fifth ACM international conference on Multimedia

Full text available: pdf(1.29 MB)

Additional Information: full citation, references, citings, index terms

Keywords: animation, computer human interaction, graphical user interfaces, intelligent agents, multimedia authoring, system service

19 Distributed Open Inventor: a practical approach to distributed 3D graphics Gerd Hesina, Dieter Schmalstieg, Anton Furhmann, Werner Purgathofer December 1999 Proceedings of the ACM symposium on Virtual reality software and technology

Full text available: mpdf(1.52 MB)

Additional Information: full citation, abstract, references, citings, index terms

Distributed Open Inventor is an extension to the popular Open Inventor toolkit for interactive 3D graphics. The toolkit is extended with the concept of a distributed shared scene graph, similar to distributed shared memory. From the application programmer's perspective, multiple workstations share a common scene graph. The proposed system introduces a convenient mechanism for writing distributed graphical applications based on a popular tool in an almost transparent manner. Local variations ...

Keywords: computer supported cooperative work, concurrent programming, distributed graphics, distributed virtual environment, scene graph, virtual reality

20 Hypermedia in the virtual project room - toward open 3D spatial hypermedia Preben Mogensen, Kaj Grønbæk May 2000 Proceedings of the eleventh ACM on Hypertext and hypermedia

Full text available: pdf(741.98 KB) Additional Information: full citation, references, citings, index terms

Keywords: 3D workspace, CSCW, collaborative virtual environments, open hypermedia, spatial hypermedia

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1 Issues in the design of a flexible distributed architecture for supporting persistence and interoperability in collaborative virtual environments

Jason Leigh, Andrew E. Johnson, Thomas A. DeFanti

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November 1997 Proceedings of the 1997 ACM/IEEE conference on Supercomputing (CDROM)

Full text available: pdf(278.72 KB) Additional Information: full citation, abstract, references, citings

CAVERN, the CAVE Research Network, is an alliance of industrial and research institutions equipped with CAVE-based virtual reality hardware and high-performance computing resources, interconnected by high-speed networks, to support collaboration in design, education, engineering, and scientific visualization. CAVERNsoft is the collaborative software backbone for CAVERN. CAVERNsoft uses distributed data stores to manage the wide range of data volumes (from a few bytes to several terabytes) that ar ...

Keywords: collaborative, persistence, reality, scalable, virtual

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Full text available: pdf(817.19 KB) Additional Information: full citation, references, index terms

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Rodger Lea, Yasuaki Honda, Kouichi Matsuda, Satoru Matsuda

February 1997 Proceedings of the second symposium on Virtual reality modeling language

Full text available: pdf(1.32 MB)

Additional Information: full citation, references, citings, index terms

The control of avatar motion using hand gesture ChanSu Lee, SangWon Ghyme, ChanJong Park, KwangYun Wohn November 1998 Proceedings of the ACM symposium on Virtual reality software and technology

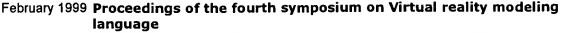
Full text available: 7 pdf(1.48 MB)

Additional Information: full citation, references, citings, index terms

Keywords: avatar, gesture interface, hand gesture recognition, immersion system

5 Avatars in LivingSpace

Mike Wray, Vincent Belrose



Full text available: pdf(1.47 MB)

Additional Information: full citation, references, citings, index terms

Keywords: VRML, avatars, dead reckoning, distributed virtual environments, living worlds, virtual humans

Populating the Internet: supporting multiple users and shared applications with VRML Wolfgang Broll



February 1997 Proceedings of the second symposium on Virtual reality modeling language

Full text available: pdf(1.04 MB)

Additional Information: full citation, references, citings, index terms

Keywords: multicasting, multiuser environments, subdivision of shared virtual worlds, virtual reality modeling language (VRML)

7 Supporting large-scale distributed simulation using HLA Tainchi Lu, Chungnan Lee, Wenyang Hsia, Mingtang Lin July 2000 ACM Transactions on Modeling and Computer Simulation (TOMACS), Volume
10 Jesus 3

Full text available: pdf(239,58 KB)

Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u> <u>terms</u>

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Keywords: data distribution management (DDM), distributed interactive simulation (DIS), high level architecture (HLA), modeling and simulation, networked virtual environment, run-time infrastructure (RTI)

8 VIRTUS: a collaborative multi-user platform



Kurt Saar

February 1999 Proceedings of the fourth symposium on Virtual reality modeling language

Full text available: pdf(4.09 MB)

Additional Information: full citation, references, citings, index terms

Keywords: VRML, VRML event model, architecture construction engineering (ACE), collaborative virtual environment (CVE), computer supported collaborative work (CSCW), dead reckoning, distributed environments, living worlds, multi-user technologies, virtual environments, virtual worlds

A biologically inspired robotic model for learning by imitation Aude Billard, Maja J. Matarić



June 2000 Proceedings of the fourth international conference on Autonomous agents

Full text available: 📆 pdf(847,84 KB) Additional Information: full citation, references, citings, index terms

10 PeopleGarden: creating data portraits for users

Rebecca Xiong, Judith Donath

November 1999 Proceedings of the 12th annual ACM symposium on User interface software and technology

Full text available: pdf(94.62 K8)

Additional Information: full citation, abstract, references, citings, index <u>terms</u>

Many on-line interaction environments have a large number of users. It is difficult for the participants, especially new ones, to form a clear mental image about those with whom they are interacting. How can we compactly convey information about these participants to each other? We propose the data portrait, a novel graphical representation of users based on their past interactions. Data portraits can inform users about each other and the overall social environment. We use ...

Keywords: data portraits, information visualization, interaction context, user-centered visualization

11 Design for network communities

Elizabeth D. Mynatt, Annette Adler, Mizuko Ito, Vicki L. O'Day

March 1997 Proceedings of the SIGCHI conference on Human factors in computing systems

Full text available: pdf(1,12 MB)

Additional Information: full citation, references, citings, index terms

Keywords: MUDs, identity, media space, metaphor, network community, shared space, virtual world

12 Virtual playground: architectures for a shared virtual world

Paul Schwartz, Lauren Bricker, Bruce Campbell, Tom Furness, Kori Inkpen, Lydia Matheson, Nobutatsu Nakamura, Li-Sheng Shen, Susan Tanney, Shihming Yen

November 1998 Proceedings of the ACM symposium on Virtual reality software and technology

Full text available: pdf(1.27 MB)

Additional Information: full citation, references, citings, index terms

Keywords: GreenSpace, shared virtual worlds, virtual environments

13 SpaceFusion: a multi-server architecture for shared virtual environments Hiroyasu Sugano, Koji Otani, Haruyasu Ueda, Shinichi Hiraiwa, Susumu Endo, Youji Kohda February 1997 Proceedings of the second symposium on Virtual reality modeling language

Full text available: pdf(1.04 MB)

Additional Information: full citation, references, citings, index terms

Keywords: VRML, client/server model, distributed shared virtual environment, scalability

14 Dynamically altering agent behaviors using natural language instructions Rama Bindiganavale, William Schuler, Jan M. Allbeck, Norman I. Badler, Aravind K. Joshi, Martha Palmer



June 2000 Proceedings of the fourth international conference on Autonomous agents

Full text available: pdf(1.05 MB)

Additional Information: full citation, references, citings, index terms

Keywords: autonomous agents, natural language processing, smart avatars, virtual environments

15 An access control framework for multi-user collaborative environments

Adrian Bullock, Steve Benford

November 1999 Proceedings of the international ACM SIGGROUP conference on Supporting group work

Full text available: mpdf(1.55 MB)

Additional Information: full citation, abstract, references, citings, index terms

A vital component of any application or environment is security, and yet this is often one of the lower priorities, losing out to performance and functionality issues, if it is considered at all. This paper considers a spatial approach to enabling, understanding and managing access control that is generally applicable across a range of collaborative environments and applications. Access control is governed according to the space within which subjects and objects reside, and the ability to t ...

Keywords: access control, collaborative systems, security

16 The London Travel Demonstrator

Anthony Steed, Emmanuel Frécon, Anneli Avatare, Duncan Pemberton, Gareth Smith December 1999 Proceedings of the ACM symposium on Virtual reality software and technology

Full text available: mpdf(3.02 MB)

Additional Information: full citation, abstract, references, citings, index terms

Travel can be a stressful experience and it is an activity that is difficult to prepare for in advance. Although maps, routes and landmarks can be memorised, travellers do not get much sense of the spatial layout of the destination and can easily get confused when they arrive. There is little doubt that virtual environments techniques can assist in such situations, by, for example, providing walkthroughs of virtual cityscapes to effect route learning. The London Travel Demonstrato ...

Keywords: collaborative virtual environments, large-model support, real-time rendering, travel applications

17 Mu3D: a causal consistency protocol for a collaborative VRML editor

Ricardo Galli, Yuhua Luo

February 2000 Proceedings of the fifth symposium on Virtual reality modeling language (Web3D-VRML)

Full text available: pdf(614.28 KB)

Additional Information: full citation, abstract, references, citings, index terms

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Keywords: CAD, VRML, architecture, distributed virtual environments, multicasting

18 Adding immersion to collaborative tools

Edward Swing



Full text available: pdf(1.65 MB)

Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u> <u>terms</u>

While three dimensional collaborative environments have been used for industrial design or interactive games, workgroup collaboration has largely remained in the two-dimensional realm. In this paper, we examine the collaborative capabilities of the Collaborative Virtual Workspace, and how it is used. We then describe our effort to augment this system with an immersive display. By developing an immersive interface to an existing collaboration tool rather than adding collaboration to an immer ...

Keywords: VRML, collaborative virtual environment, computer supported collaborative work

19 Virtual identities in computer mediated communication

Ioannis Paniaras

August 1997 ACM SIGGROUP Bulletin, Volume 18 Issue 2

Full text available: pdf(540.22 KB) Additional Information: full citation, index terms

20 Strategic directions in simulation research (panel)

Ernest H. Page, David M. Nicol, Osman Balci, Richard M. Fujimoto, Paul A. Fishwick, Pierre L'Ecuyer, Roger Smith

December 1999 Proceedings of the 31st conference on Winter simulation: Simulation--- a bridge to the future - Volume 2

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1 The out of box experience: lessons learned creating compelling VRML 2.0 content Sam Chen, Rob Myers, Rick Pasetto



February 1997 Proceedings of the second symposium on Virtual reality modeling language

Full text available: pdf(1.25 MB)

Additional Information: full citation, references, index terms

Keywords: VRML, navigation techniques, three-dimensional user interface, virtual environments, virtual worlds

² Mu3D: a causal consistency protocol for a collaborative VRML editor Ricardo Galli, Yuhua Luo



February 2000 Proceedings of the fifth symposium on Virtual reality modeling language (Web3D-VRML)

Full text available: pdf(614.28 KB)

Additional Information: full citation, abstract, references, citings, index terms

This paper describes the implementation of the Mu3D application protocol and consistency control mechanisms to allow the collaborative editing of CAD design. The collaborative editor (M3D editor) developed by us is VRML compliant. The editor has been used as a base for the European Esprit project No. 26287 - M3D and the Spanish project TEL 96-0544/CODI for Cooperative CAD applications. In our system, only the changes to local databases are transmitted to other collaborative sessio ...

Keywords: CAD, VRML, architecture, distributed virtual environments, multicasting

3 A distributed 3D graphics library

Blair MacIntyre, Steven Feiner

July 1998 Proceedings of the 25th annual conference on Computer graphics and interactive techniques

Full text available: pdf(355.83 KB)

Additional Information: full citation, references, citings, index terms

Keywords: distributed shared memory, distributed virtual environments, object-oriented graphics, shared-data object model

The design of a multi-microprocessor based simulation computer - II



John Craig Comfort

March 1983 Proceedings of the 16th annual symposium on Simulation

Full text available: pdf(651.59 KB) Additional Information: full citation, abstract, references, citings, index terms

This paper presents further results in development of a discrete event simulation computer based on a network of micro processors. The network is being designed by identifying simulation tasks which may be performed in parallel with other computation required by the simulation, and then assigning those subtasks to attached processing elements in the network. The tasks of priority queue processing and state accounting are considered in this paper. A three attached processor simulation comput ...

5 A reuse experiment in the social security sector

S. C. Chang, A. P. M. Groot, J. C. van Vliet, E. Willemsz, H. Oosting April 1994 **Proceedings of the 1994 ACM symposium on Applied computing**

Full text available: pdf(568.11 KB) Additional Information: full citation, references, index terms

⁶ Literacy in virtual reality: a new medium

William R. Sherman, Alan B. Craig

November 1995 ACM SIGGRAPH Computer Graphics, Volume 29 Issue 4

Full text available: pdf(715.17 KB) Additional Information: full citation, abstract, citings, index terms

Virtual Reality is a new and rapidly developing technology. As a technological extension to computer graphics, and in fact the computer in general, VR is a medium --- a means of communication. Like any medium, the use or "reading" of VR has to be learned. That is, the user becomes literate with the medium. Often, we tend to think of literacy in terms of whether one can read or write words on a page. However, that is just literacy of one medium (the written word). There are many forms of communica ...

7 Written on the body: biometrics and identity.

Irma van der Ploeg

March 1999 ACM SIGCAS Computers and Society, Volume 29 Issue 1

Full text available: pdf(895.43 KB) Additional Information: full citation, index terms

8 A hybrid visual environment for models and objects

Paul A. Fishwick

December 1999 Proceedings of the 31st conference on Winter simulation: Simulation---a bridge to the future - Volume 2

Full text available: pdf(249.64 KB) Additional Information: full citation, references, citings, index terms

⁹ 3D behavioral model design for simulation and software engineering

Paul A. Fishwick

February 2000 Proceedings of the fifth symposium on Virtual reality modeling language (Web3D-VRML)

Full text available: pdf(2.94 MB) Additional Information: full citation, abstract, references, citings, index terms

Modeling is used to build structures that serve as surrogates for other objects. As children, we learn to model at a very young age. An object such as a small toy train teaches us about the structure and behavior of an actual train. VRML is a file standard for representing the structure of objects such as trains, while the behavior would be represented in a computer language such as ECMAScript or Java. VRML is an abbreviation for Virtual Reality Modeling Language [2], which represents the s ...

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- ... Returns true if the specified nearby avatar has been selected on the NearBy
- ... Returns the session number of avatar \$name, provided that avatar name ...

www.turtleflight.com/mbh/mh awfuncs.htm - 65k - Cached - Similar pages

Magsbot Help

... BUILD and LOAD now support new tilt and roll attributes. ... avs on the nearby list to be selected by session number instead of name, when desired: ... www.turtleflight.com/mbh/mh_30features.htm - 13k - Cached - Similar pages [More results from www.turtleflight.com]

The Medievia Home Page

... Mage: a spellcaster, cannot cast heal but has many other attributes ... or god and you see this message, please try another god or avatar for help. ... www.medievia.com/newbiehelp.html - 22k - Cached - Similar pages

vbulletin 3.1 اليست امكانات - PersianTools Forums

... View count is unique - if a user views a thread 100 times he is only ... for each post made (with a default avatar already selected when posting) ... forum.persiantools.com/t17097.html - 118k - Cached - Similar pages

VIRTUAL REALITY: UNDERSTANDING MASSIVELY PARALLEL COMPUTER SYSTEMS

... we have developed an immersive virtual environment, called Avatar, ... showing attributes of the requests from that location, typically the number of ... www.cs.tufts.edu/~jacob/isgw/Reed.html - 11k - Cached - Similar pages

Playing the Game

... and experience in the land for each of the six attributes of your deity. ... Once you have created an avatar, eg number 2, you can the activate it in ... www.avatar.co.uk/avat4.htm - 9k - Cached - Similar pages

Virtual Reality and Parallel Systems Performance Analysis

... number of times client requests were found in the server file caches), ... To assess the utility of Avatar, we selected a parallel implementation of a ... doi.ieeecomputersociety.org/10.1109/2.471180 - Similar pages

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... Views: The total number of times your image has been viewed. ... by showing only contests which have the same attributes as the checkbox you selected. ... www.freakingnews.com/popup.asp?popsearch=vote - 40k - Cached - Similar pages

Auditorium Avatar OBX

... The company first arrived at the proportions embodied in the Avatar OBX-R with its ... I've lost count of the number of pre-amps I've heard that eject a ... www.borderpatrol.co.uk/speakerrevs.htm - 70k - Cached - Similar pages

Building Renderware Objects

- ... If you are making an avatar this will adversely affect the rotations of the
- ... Image count is the number of unique images that make up the animation. ...

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Domain

... Not **Selected**. File **Count**. The maximum **number** of log files that the server ... This **attribute** sets the **number** of **characters** required in a password. ... e-docs.bea.com/wis/docs61/ConsoleHelp/domain.html - 49k - Cached - Similar pages

Patent 5012232: Bit mapped memory plane with character attributes ...

- ... These visual attributes cause a selected character or characters to blink,
- ... 2 to count the number of characters to be displayed in each row for ...

www.freepatentsonline.com/5012232.html - 57k - Cached - Similar pages

Patent 5208908: Display system having a font cache for the ...

... accesses selected character code and character attribute information ... information during active display times and a second counting mechanism for ... www.freepatentsonline.com/5208908.html - 39k - Cached - Similar pages

Chapter 16

... For example, the value might be the **number** of **times** the user has ... a given radio button **selected** just added the CHECKED **attribute** to the HTML markup ... www.webreference.com/content/jssource/chap16.html - 62k - <u>Cached</u> - <u>Similar pages</u>

Instructions: Instructional Load Application

... courses by course attributes – "Show courses with the selected characteristics and ... If you are specifying the 1st 4 characters of the course ID, ... oir.memphis.edu/declassified/ip/helppage.html - 16k - <u>Cached</u> - <u>Similar pages</u>

Contents

... ZCNTM-Start Macro Counting for the Real-Time Trace Utility ... ZTMNT-Mount a Tape; ZTMSL-Display, Change, Add, or Remove Time Slice Attributes ... publib.boulder.ibm.com/infocenter/tpfhelp/ v1r3m0/topic/com.ibm.tpf.doc_put.19/gtpo1/gtpo1m02.htm - 77k - Cached - Similar pages

Using Keyboard Accelerators

- ... the menu-item check marks // and returns the user-selected font attributes.
- ... handle to the Character submenu and // count the number of items it has. ...

msdn.microsoft.com/.../windowsuserinterface/ userinput/keyboardaccelerators/usingkeyboardaccelerators.asp - 42k - Cached - Similar pages

BRIEFS Information Extraction

... The second list contains all indexed attribute names for the selected ... or reference an existing one) and count is the number of times the rule is ... briefs.cs.hut.fi/phase8/Information_Extraction/ieconfigtool/filterdata.html - 9k - <u>Cached - Similar pages</u>

li or di Command

... The chtcb command displays the value of the TCB and TP attributes. ... lists the character count (-lc), i-node number (-li), and link count (-ll) for ... www.unet.univie.ac.at/aix/cmds/aixcmds3/li.htm - 28k - <u>Cached</u> - <u>Similar pages</u>

Model Control Commands (MCC)

... Set Attribute (SA) Character Selection - 16 bit only ... Count represents the number of bytes found in the MCC Data Information. ... docs.hp.com/en/J2742-90004/apfs02.html - 97k - Cached - Similar pages

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